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★TOP TWENTY★

SCREEN★STARS

OF 1985

HINTS AND TIPS on the best games

CONTENTS

Here they are folks — The Top Twenty Games of 1985.

Only a bunch of reviewers as tough as the *G Force* would stick their necks out this far.

If you want to avoid receiving yet more pairs of socks and hankies from your aunties this Christmas then leave this supplement lying around with the games you'd like to get as presents ticked in bright red felt tip.

All the games listed here are real winners and to help you become a winner at them we are publishing playing hints and tips with each one.

At the back of this supplement you can read about your big break of a lifetime — your chance to join the *G Force*.

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Airwolf
Elite
£7.95/cassette

TV programmes got more than their fair share of games this year.

One of the most successful of these was Elite's Airwolf — a multi cavern mega-rescue shoot 'em up.

The aim of the game is to fly your heavily armed chopper through an underground complex of caves where a group of scientists have been imprisoned by a crazed general.

Airwolf is not the most original game to be launched in 85 — several similar chopper games (Fort Apocalypse and Chopper Command) had pioneered the cave rescue game two years ago — but it remains one of the best implementations of the genre on the 64 yet.

The Airwolf chopper is infuriatingly difficult to master and, in fact, the whole game is not for the uninitiated.

This toughness put many gamers off when Airwolf first loaded, which was a shame because this is the game's strength.

There is something compulsive about games like this — you've just got to get further into the cave. Partly to see what lies beyond the next rock and partly just to prove to yourself — and your 64 — that you can do it.

As well as mastering the controls there are several puzzles to be worked out just to make matters even more complex.

Oh — by the way — most of the walls of the cave are electrified as well. Touch them and you say goodnight.

G Force Verdict

"The best chopper arcade game you can get" — Mike Pattenden.

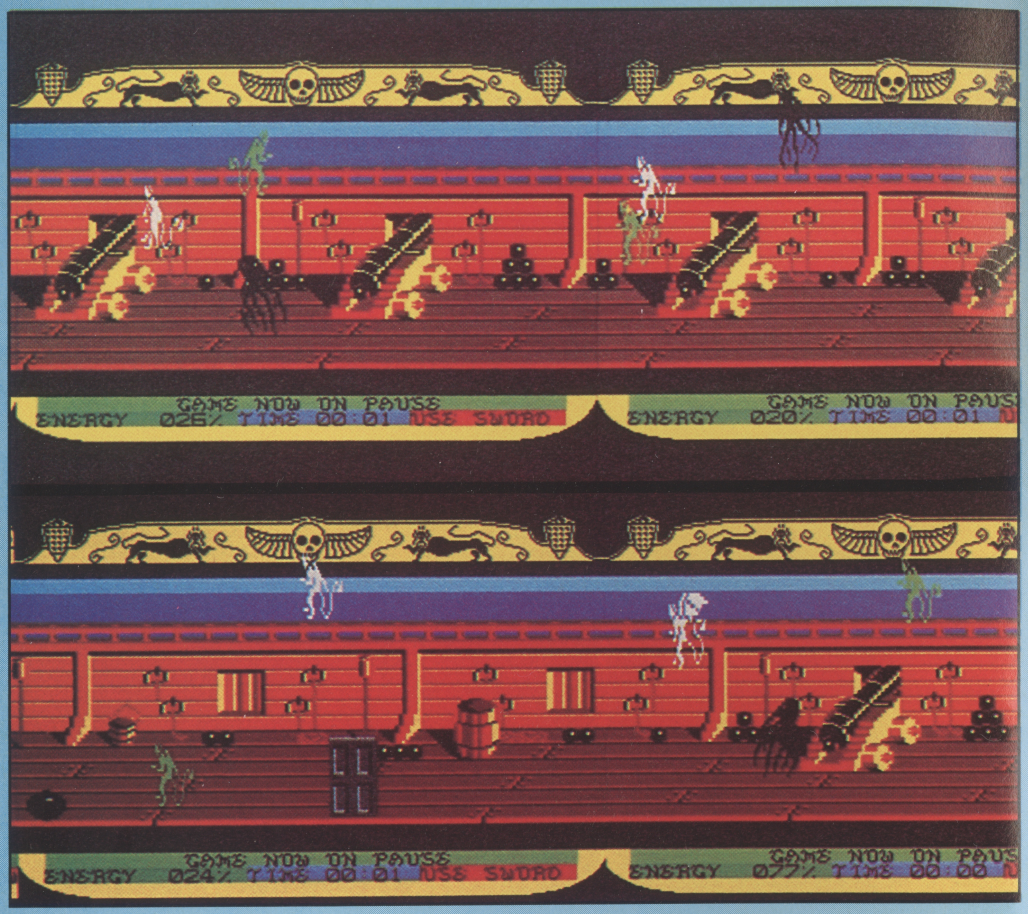
Hints and Tips

(1) Make a map or refer to *CU*'s June issue.

(2) The complex is divided into five sections with one scientist in each. Rescue scientists one at a time and return to base.

(3) At the beginning of each phase, shoot down the walls that house the Seekers — this is the only way of returning safely to base.

(4) Practise manoeuvring the Airwolf and master it before attempting a rescue.



Blackwyche
Ultimate
£9.95/cassette

Blackwyche is the third and final game in the Sir Arthur Pendragon series — and the best of the trilogy.

The game takes its name from the mysterious vessel drifting crewless in the night.

Clues to the mystery are found in the captain's log that tell of a strange island with a mountain of skulls where he found the Crystal Skull of Souls.

The blood-spattered log also outlines Sir Arthur's mission — to locate the captain's soul and set it free from its captors.

To do this you have to explore the many decks of the Blackwyche and dozens of rooms with various objects and challenges in each.

What sets Blackwyche apart from other arcade adventures is the excellence of the graphics and the sheer unputdownable addictiveness of the challenge.

As you explore the decks you can almost smell the salt air of the sea and hear all of its sounds generated by your 64.

The objects that you need to collect are simply picked up by walking into them. Again the graphic quality of these artefacts is in a class of its own.

G Force Verdict

"One of the most addictive games I've ever played" — Eugene Lacey.

Hints and Tips

(1) Dodge into rooms and then back out again to clear nasties from the screen you are on.
(2) Map Blackwyche — or see last month's *Commodore User*.
(3) Get sword immediately — through second door left from starting position.
(4) Study sequence of attack of nasties and practise downing them with your sword before setting off on your quest.

Rockfords Riot

(Boulderdash II — Version I is a freebie on the B side)

Beyond
£9.95/cassette

This game nearly resulted in your favourite magazine being a week late on the streets in October.

One of our hardwear reviewers was a fortnight late with an add-on review. Countless phone calls to his home produced a constant engaged tone. Finally there was nothing for it but to go round to his house to find out what was up. Boulderdash — that's what was up, on his screen, with the phone off the hook.

"I'm just hooked — it's so addictive I just can't leave it alone," explains one Fred Reid. Firm action was called for and the game was confiscated until we had our review.

Take a look at Rockford's Riot and you won't be able to see what all the fuss is about. Fairly ordinary looking graphics and mediocre sound effects.

But to play the game is to gamble with pure addiction.

The aim of the game is to get Rockford safely out of the cave that is full of dangers. There are all sorts here to contend with — falling boulders, nasty butterflies, amoeba, and fireflies.

As Rockford travels he has to collect diamonds before making good his escape.

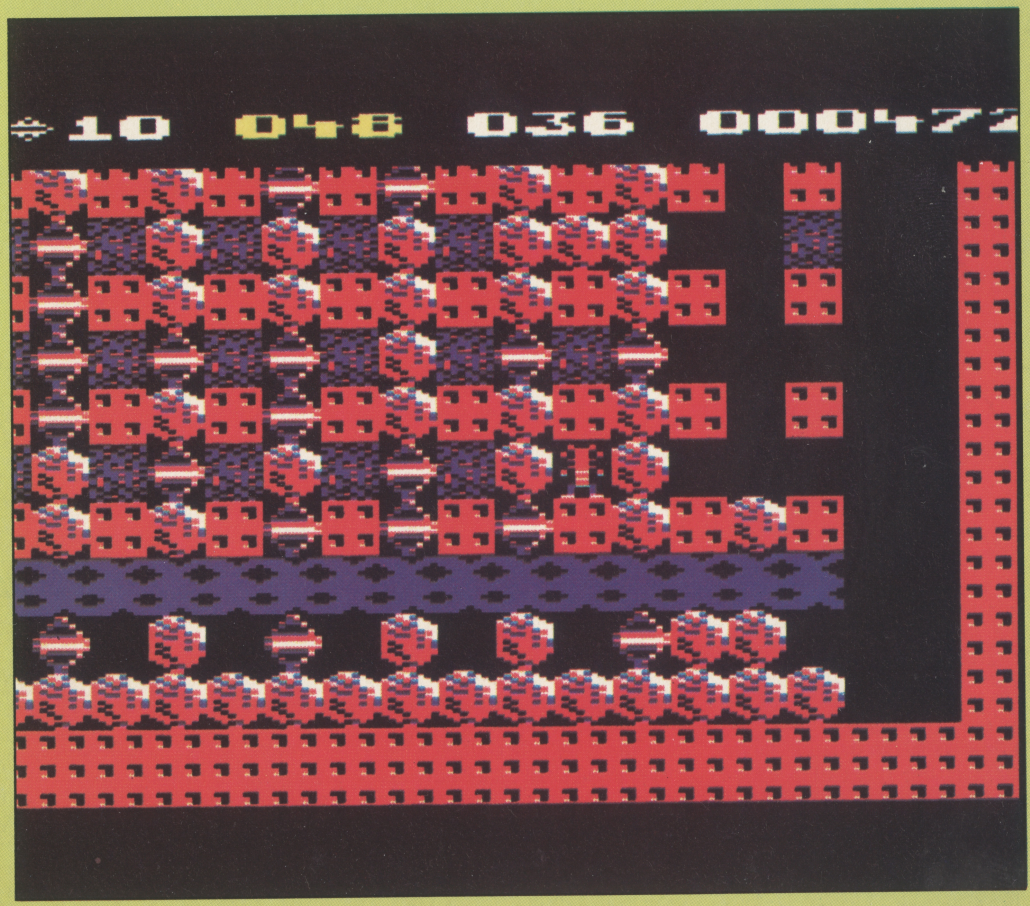
The really fun part of the game is the manipulation of the boulders which — when you undermine their foundations — can be made to tumble onto your opponents, crushing the life out of them.

G Force Verdict

"This game is so good it nearly got Fred Reid the sack" — Eugene Lacey.

Hints and Tips

(1) Use pause button to plan moves before setting off on your bid for freedom.
(2) Set aside plenty of time if you load this game.



Cauldron
Palace Software
£6.95/cassette

Cauldron scored a massive hit for Palace Software at the beginning of '85 — which was fortunate for them as they haven't launched anything else since.

The game combined several different types of arcade game in a tough broomstick challenge that I've been playing for months and still haven't cracked.

You begin the game in a cottage on the edge of a dense forest. Hop on your broomstick and off you go scrolling over the trees, mountains, grave yards, and shark-infested seas.

There are four doors in the scrolling Cauldron world through which are large complexes of rooms. The object of this part of the game is to hop from platform to platform, Bounty Bob fashion, collecting the ingredients you need to mix a spell.

Its all very witch-like. There's toads, bats, and lizards — and you need to get them all into your pot before you can make that spell.

If you successfully mix the spell you cast it to get inside the secret room where the golden broomstick lies.

This stick will enable you to rid the land of Cauldron of the evil pumpkins. Sounds easy? Don't you believe it.

The witches are referred to as hags — charming, and you have just nine of them to win the broomstick.

Manoeuvering that broomstick takes a bit of practice — especially landing in the right spot. There are so many different challenges to be mastered — it will keep you occupied for months.

G Force Verdict

''Hellishly addictive game — don't play it if you've got a meeting with someone'' — Eugene Lacey.

Hints and Tips

(1) Take the ingredients for the spell back to the cottage one by one.

(2) A sketchmap of the Hemlock Caverns, Crypt, the Lava Chambers, and the Pumpkin's Lair will come in handy.

(3) Watch your magic percentage at all times — if it reaches zero you crash.

Dambusters
US Gold
£9.95/cassette
£14.95/disk

Dambusters is arguably the most playable flight game ever.

Although it lacks the authenticity of straight flight simulations and takes liberties with the historical facts of the Dambusters raids it is still a lot more fun than most airborne games available for your 64.

The beauty of the game is that it makes you solely responsible for the safety of that Lancaster, its crew, and the success of the mission.

You play the parts of pilot, navigator, bombardier, front gunner, rear gunner, as well as engineer on the higher levels.

It is these multi-tasks that need to be mastered that make Dambusters such fun to play and why it appeals to so many people.

Shoot 'em up fans can enjoy blasting the Luftwaffe's Messerschmidts, flight sim nuts can enjoy piloting the Lancaster and keeping it on course for the dams, plus bags of strategy thrown in for gamers who would prefer to concentrate on being engineer — dealing with the damage inflicted by enemy flak.

Real Dambusters experts are the players who can master all of the tasks.

Switching between the various roles is simply implemented by pressing the right key on the 64.

If you ever become proficient enough at Dambusters to get to the enemy dams and drop that famous bouncing bomb, the game will show you the bomb bouncing over enemy defences and delivering its payload on that feet-thick concrete.

Brilliant graphics and sound effects combine to make Dambusters US Gold's first smash hit of 85 — and you read it in *CU* first.

G Force Verdict

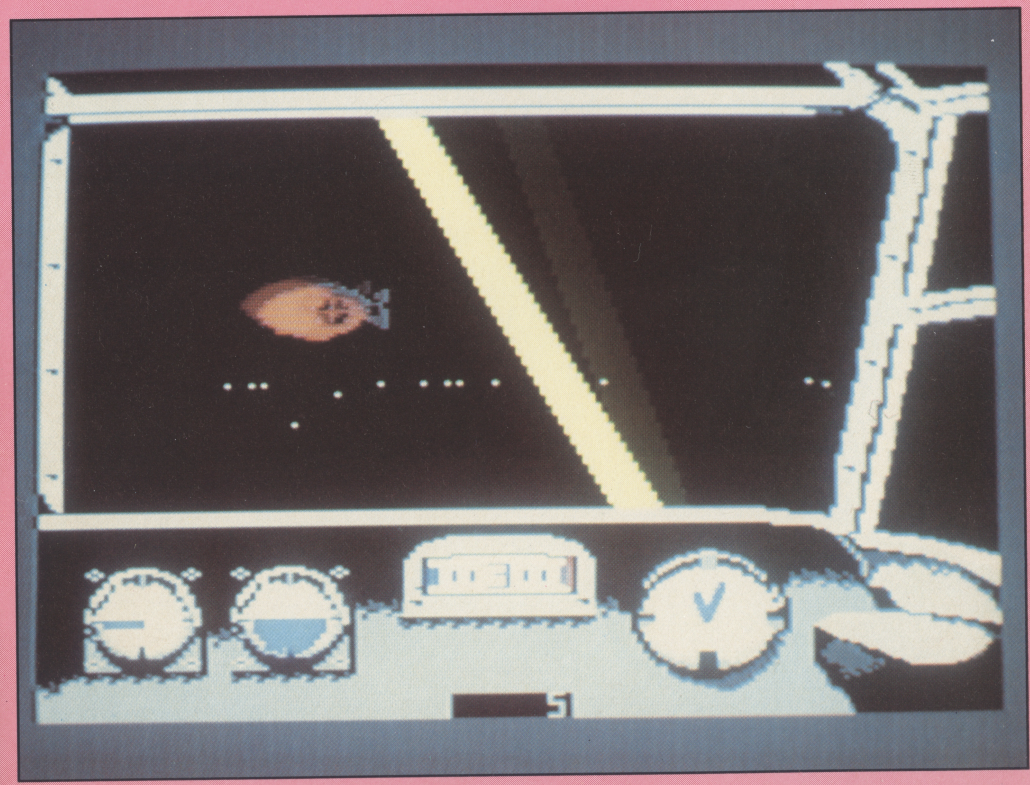
''Dambusters is my favourite flight game'' — Eugene Lacey.

Hints and Tips

(1) Practise all roles before attempting a raid — you need to master all of the skills to be successful.

(2) Flick constantly from screen to screen to monitor the action.

(3) Pick off enemy fighters when they first appear in your sights. The closer they get, the more difficult they are to hit.



Elite
Firebird
£14.95/cassette

This game should serve as a great incentive to all you coders out there with ambitions of turning your own work into hard cash.

David Braben and Ian Bell have so far earned in excess of one hundred G's each for Elite.

The reason so many gamers have reached for their wallets on a variety of systems is because of Elite's appeal to a very wide section of players.

In one respect it is a superb 3D shoot 'em up, in another a superb strategy game requiring careful planning. The combination of these elements adds up to a deep space arcade adventure to keep you playing for months, even years.

The objective of the game is to attain the coveted status of Elite. To do this you will need to travel the galaxies trading with other planets and space travellers, engaging in battle, and enhancing your Cobra spaceship.

To buy better hardware for the Cobra you will need to have earned the cash by plunder or by trade.

Another strength of the game is that there are no set ways of doing things — allowing gamers to develop their own strategies. For example, it is entirely possible to increase your status, even to Elite, by being an inter-galactic narcotics trader.

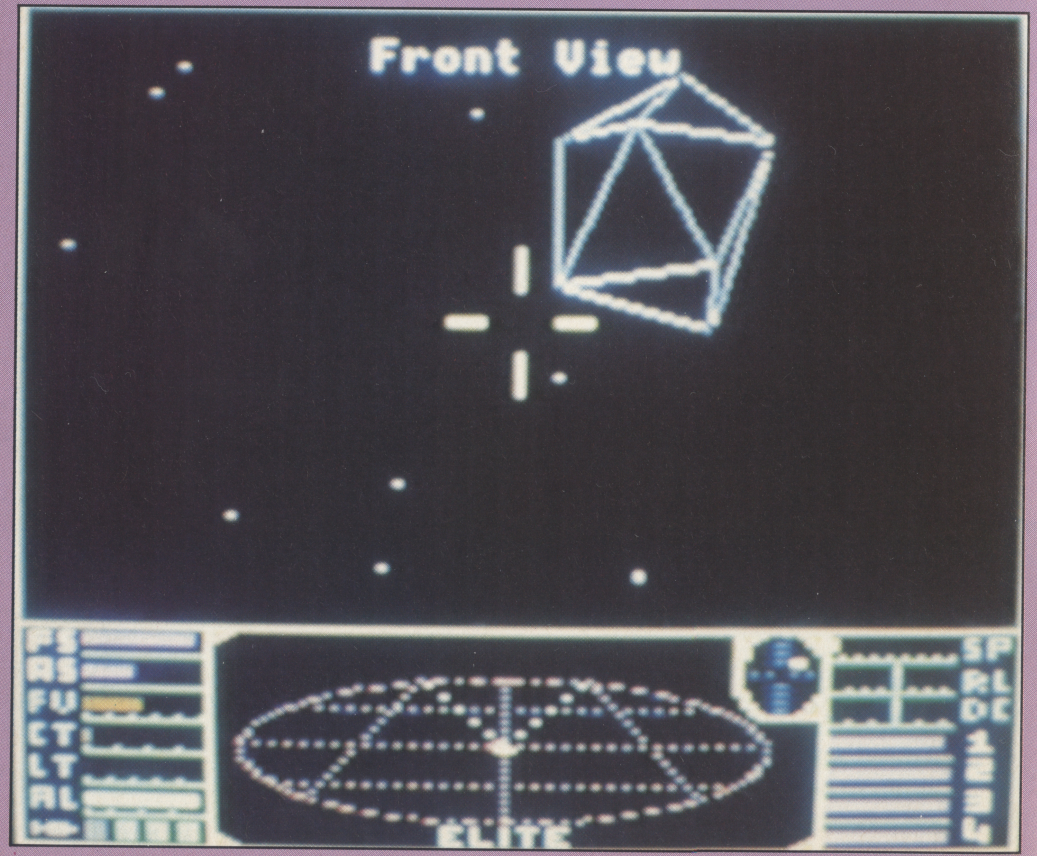
The Cobra's controls are extremely sophisticated, with short range and long range radar, scanners, shields, space debris scoops, and fuel scoops, pulse lasers and missiles. One of the few games that justifies the prefix 'Mega'.

G Force Verdict

''Elite is the ultimate challenge'' — Chris Anderson.

Hints and Tips

(1) Trade is the key to success. Learn the 17 commodities well and concentrate on those items with the largest profit margin.
(2) Purchase a good laser as early as possible, preferably a military one. You will be glad of this when attacked by pirates.
(3) Watch out for Trumbles — they are unique to the 64 version and a right darned nuisance.



Entombed
Ultimate
£9.95/cassette

Entombed is the second game in the Pendragon trilogy, pitting the hero — gentlemanly explorer Sir Arthur — against the guardian of the tomb as he searches for the ancient Egyptian Eye of Osiris.

He awakes to find himself incarcerated in an underground labyrinth of rooms and corridors with no obvious ways out.

The rooms are linked by corridors lined with hieroglyphics. Torches flicker on the walls and as you make your way along them bees, mosquitoes and birds fly off the walls and plague you.

Other hazards include a wandering mummy and a scorpion that produces such a vile scuttling noise, it makes your flesh creep.

Reminiscent of Indiana Jones with a trusty whip to fend off the nasties.

The cassette inlay tells you to ''Search out the scrolls, they hold the key''. The appeal of Entombed is similar to its sequel — Blackwyche — stunning graphics with an intriguing set of arcade puzzles to be solved.

As you travel, certain objects will be of use to you — like the torch that lights up darkened rooms. Beware of red herrings, though, as there are plenty of these in Entombed.

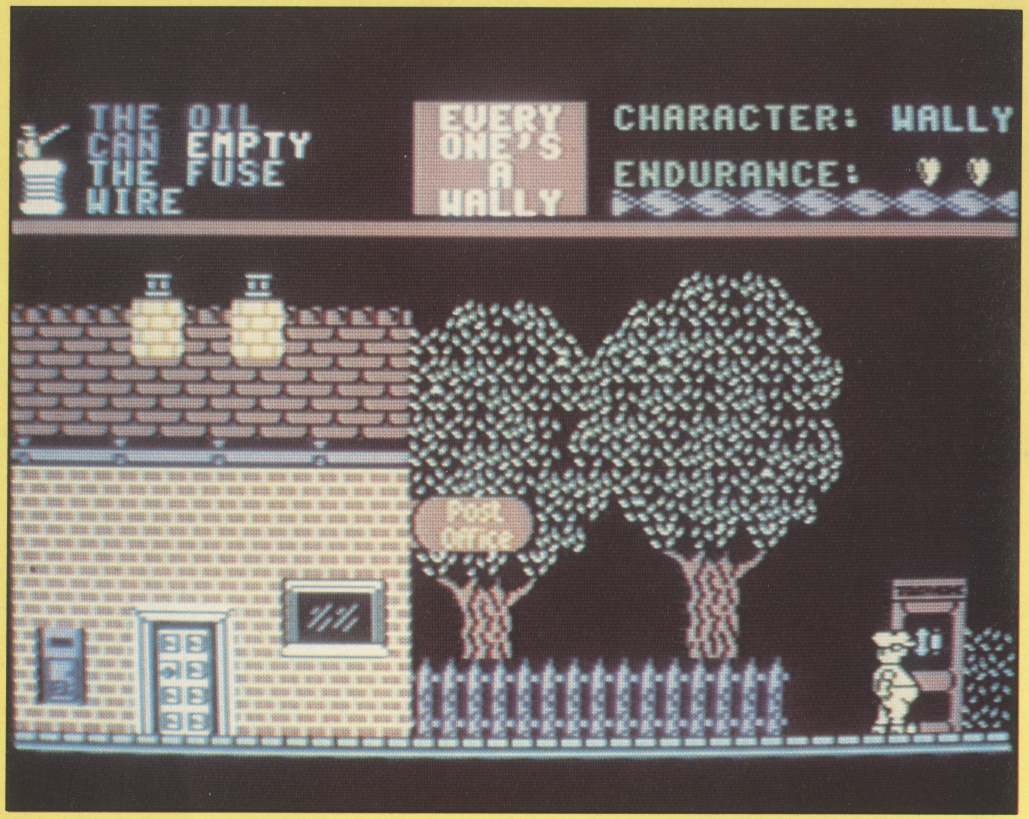
If you like your arcade adventures in the classic style you will love Entombed.

G Force Verdict

''A visual delight'' — Peter Jones.

Hints and Tips

(1) You cannot get to the final room until you have all the scrolls.
(2) In the Room of Gongs, strike each of them in the correct order with your whip.
(3) In the Room of Lava Pools, the first and second left to right make you visible. Using your whip to guide you, walk into the third one. Still using your whip, go through the first and you become visible once more. Walk through the second pool again and you're onto the next level.



Everyone's A Wally
Mikrogen
£9.95/cassette

According to the author of Super Wally, real wallies sit at the 64 playing Jet Set Willy all day.

Fortunately for Mikrogen their game starring six real wallies was not on the list of Wally games. It would have been a travesty if it were — as its about the most fun game launched this year.

A tough arcade adventure in which the objective is get Tom, Dick, Harry and walliette Wilma to work together to complete five jobs. Once a major task has been completed you get a letter.

All five letters add up to the combination you will need to open a safe at the bank.

When the tasks are complete take the letters along to the bank and get the cash to pay the Wallies wages.

It is no pushover completing the tasks — each is a tough challenge in its own right.

You have to match each job to the trade of each of the wallies — as they have different skills. Each is independently controlled and you will also need to assemble the right tools for the job.

Everyone's a Wally has introduced some of the most distinctive graphics I've seen in any game. Its full of everyday places like the Post Office, the Red Lion pub, and a telephone box.

The four wallies are all nicely drawn and toddle around the screen in profile. This game will both amuse you and push your arcade adventuring skills to the limit.

G Force Verdict

''Welcome light relief from gaming in space and fantasy land'' — Peter Jones.

Hints and Tips

(1) The town is made up of around about forty locations — you will need a map to find your way.

(2) Remember to select the right wally for each job in hand, e.g. Wally himself is a builder so get him to build the wall.

(3) Work out which objects are useful and which are red herrings.

Fighter Pilot
Digital Integration
£9.95/cassette
£14.95/disk

Fighter Pilot took a long time to be converted to the 64. As we waited for our review copy in January it seemed like it would never arrive. Luckily it landed on the review desk just in time to steal the Screen Star slot and Hot Shots supremo Mike Pattenden has been playing it ever since.

The game is based on the USAF F15 and has many authentic flight controls copied directly form the MacDonell Douglas fighter. But it is not just the degree of authenticity with the original plane that makes Fighter Pilot a great game to play. It's the variety of options, training modes, and the sheer playability of the game that makes it so addictive.

Once you have mastered the controls of the F15 you will want to play the game in combat mode. To do this you have to climb to a height of at least 5,000 feet before engaging the enemy.

As you tap the spacebar to let fly with your missiles, you can begin to feel some of the speed of modern aerial combat. When your pilot skills have improved, you tackle some of the more difficult manoeuvres such as landing in fog or dealing with turbulence and cross winds.

Playing Fighter Pilot is probably not quite as exciting as the real thing, but for most of us it is the closest we will ever get.

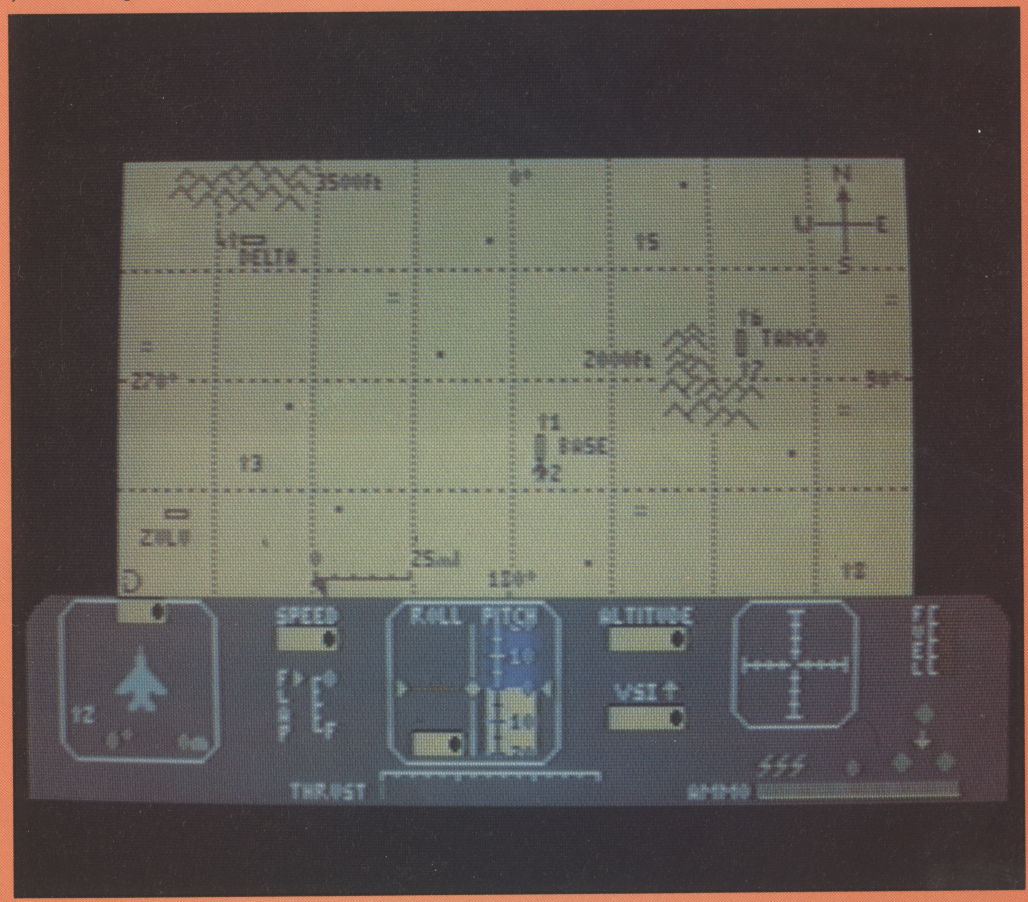
G Force Verdict

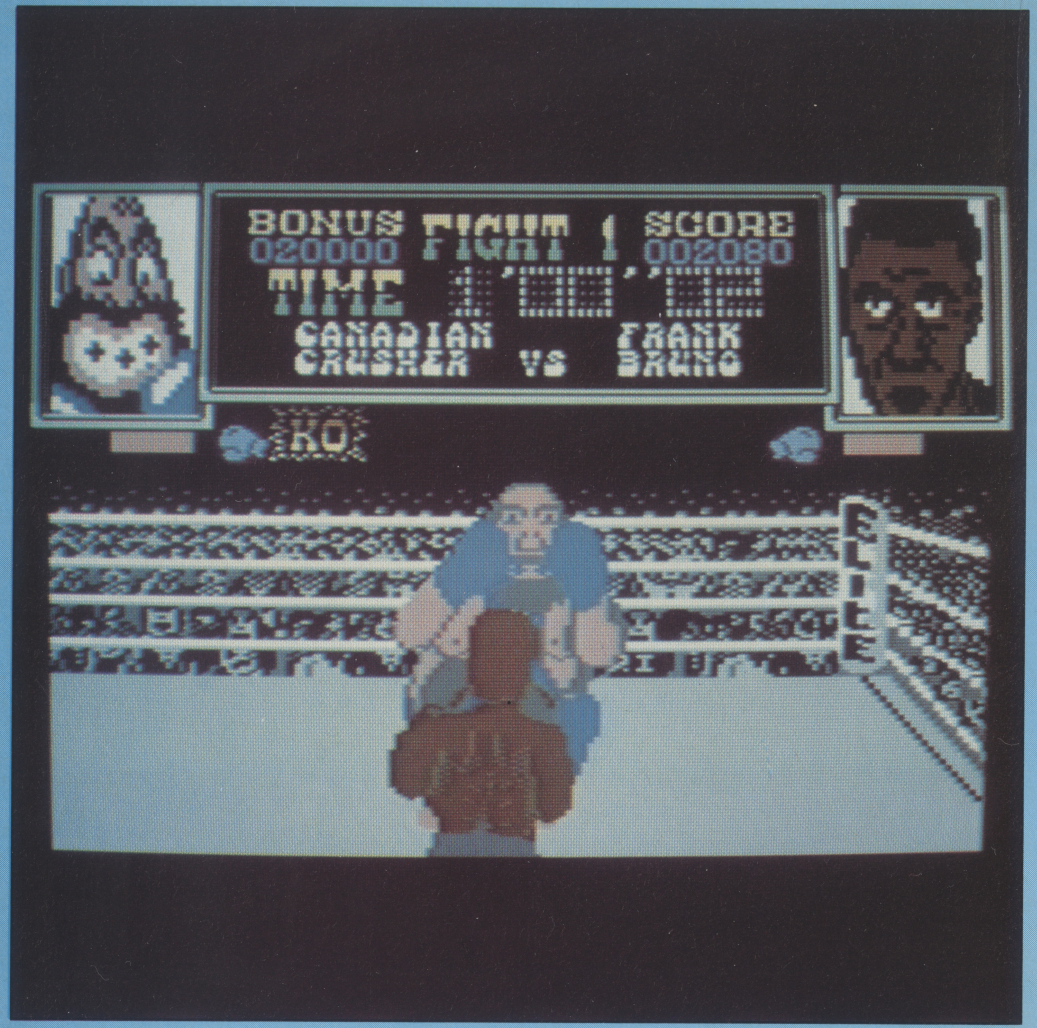
''A superb simulation — 100% sheer addiction'' — Mike Pattenden.

Hints and Tips

(1) Force yourself to use the training modes to improve your skills. Although this is not as exciting as the dog fights the better a pilot you are the more you will enjoy the game.

(2) Ammo is limited so don't employ the Space Invader policy with the fire button.





Frank Bruno's Boxing Elite
£9.95/cassette

Two European champion boxers shaped up to each other in the October issue of Commodore User. The prize was the coveted title of Best Boxing Game on the 64.

After a split decision by the judges the referee finally raised Bruno's hand. He had narrowly won on points. What clinched the fight for Bruno were the extra features and playability that his boxing game offered over the McGuigan game from Activision.

Bruno faces eight opponents in all with over-the-top sounding names like Fling Long Chop and Tribal Trouble. Rounds are three minutes long just as in the real thing, with the bell sounding after each session.

If you land a decent punch you can knock your opponent down — really good punches may even win you a knock-out. The screen will display time, knock-out meter, best KO, score and any bonuses won.

Elite has managed to capture the speed and playability of the arcade boxing games from which Frank Bruno's Boxing takes its inspiration.

G Force Verdict

"If you want a boxing game for your 64 this is the one to get" — Ken McMahon.

Hints and Tips

(1) Don't stand still.
(2) Study the style of your opponent — they are all different.
(3) Use the information panel.

Frankie Goes To Hollywood
Ocean
£9.95/cassette

Last summer everyone was wearing the thoughts of chairman Frankie on their chests.

It was Frankie says this and Frankie says that. There was even big business in anti-Frankie T-shirts with slogans like Who Gives a $*£/+ What Frankie Says.

What wasn't explained on the T-shirts were the ideals behind the music. Not surprising it couldn't be summed up on a T-shirt really, as it sounds like pretty heavy stuff.

Ocean's Frankie computer game made it all crystal clear. The aim is to escape from the everyday world of 'Mundanesville' and get into the 'Pleasure Dome'.

In the Pleasure Dome the four elements of Frankieism are all present — Lust, Fear, Love and Faith.

As you make your way through the Pleasure Dome you earn pleasure points. To get these you have to solve a murder mystery and play at least 16 arcade games. Earning pleasure points also enables you to improve on your personality until, if you score 99%, you constitute a human being.

If it all sounds like heavy stuff then relax (Ouch! Ed) because it is still an excellent game — with or without the Frankie philosophy.

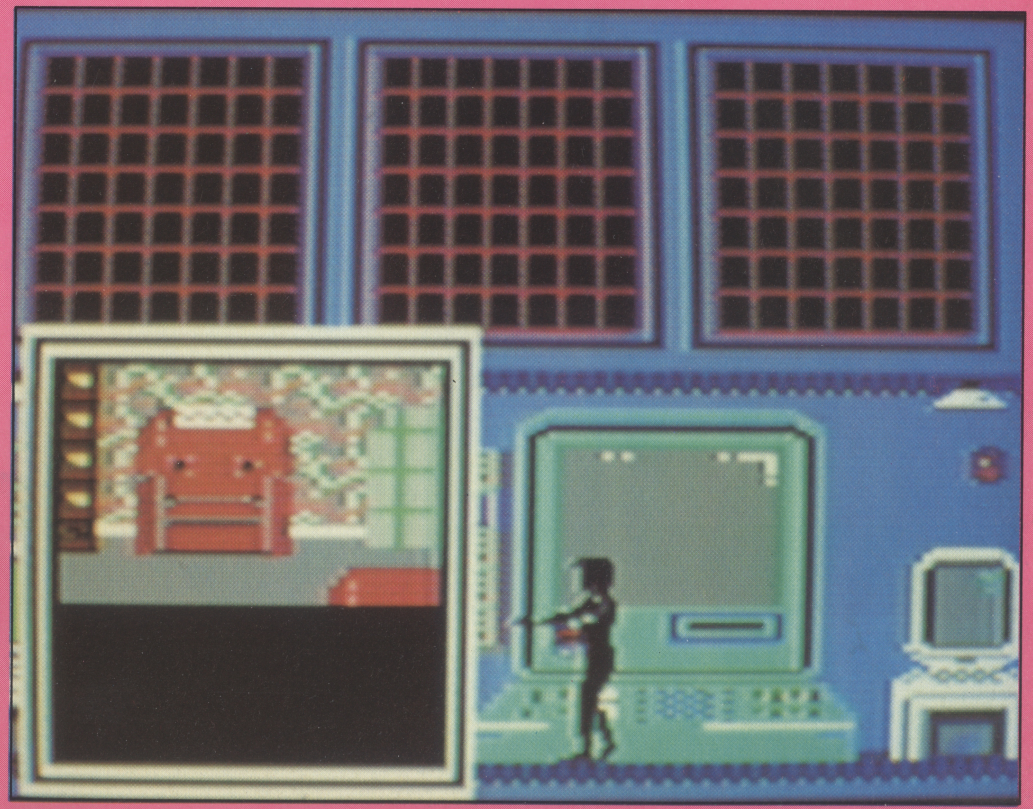
The game was coded for Ocean by another bunch of talented Scousers — called Denton Designs who are also the people who did Shadowfire. In Frankie they put together some of the most atmospheric graphics ever. A real work of art.

G Force Verdict

"Highly innovative — pointing to the future of gaming" — Peter Jones.

Hints and Tips

(1) Search all rooms thoroughly.
(2) When you get into the Corridors of Power make a map — this 3D maze is difficult to find.
(3) When you are in the street look out for houses with aerials — these have pleasure point-boosting tellys.
(4) Watch out for red herrings.



Impossible Mission
Epyx/US Gold
£9.95/cassette
£12.95/disk

If you were to conduct a News at Ten-style opinion poll to establish the gamer's pick of the year, chances are it would be Impossible Mission.

Technically, this game is unparalleled for its excellence of animation, graphics, and speech synthesis.

The running movement is as good as anything that could be achieved with cartoon animation. The sound effects when your man uses the lifts between rooms is also superb, as is the speech when he enters a certain room and you hear a voice boom out — DESTROY HIM MY ROBOTS.

Simply stated, Impossible Mission is a climbing game. Dozens of rooms have to be explored, searching a multi-room office complex. A secret code is hidden in the building and it is your mission to find the secrets you will need to crack it.

As you travel the rooms a map is created for you in an information panel below the play area. Filing cabinets have to be searched and computer terminals logged onto.

One of the rooms contains a giant noughts and crosses board for your agent to pit his wits against.

The rooms are guarded by droids over which you will need to somersault to avoid electrocution by making contact.

One of the best bits of the game is when your agent misses a jump and falls off a platform. The 'Aaaagh' emitted by the 64 has to be heard to be believed.

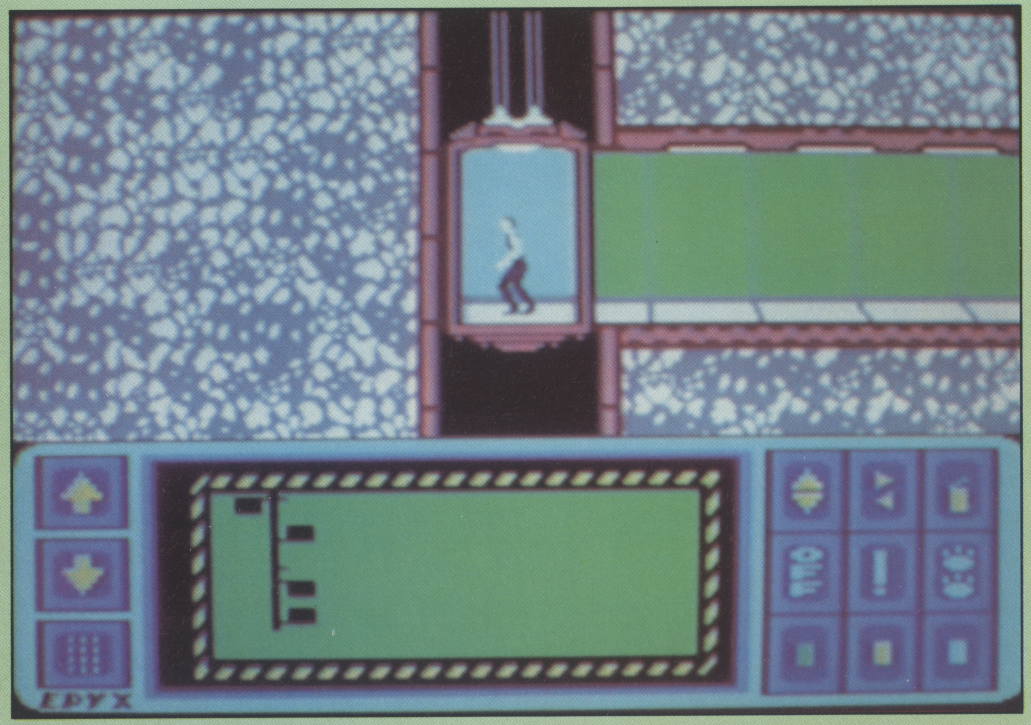
Impossible Mission is probably the best game brought into the UK by US Gold yet. The sad thing is that its American authors — Epyx — have produced sequels to almost every game they have ever launched except, tragically, this one. Come on you Yanks — how about an Impossible Mission II.

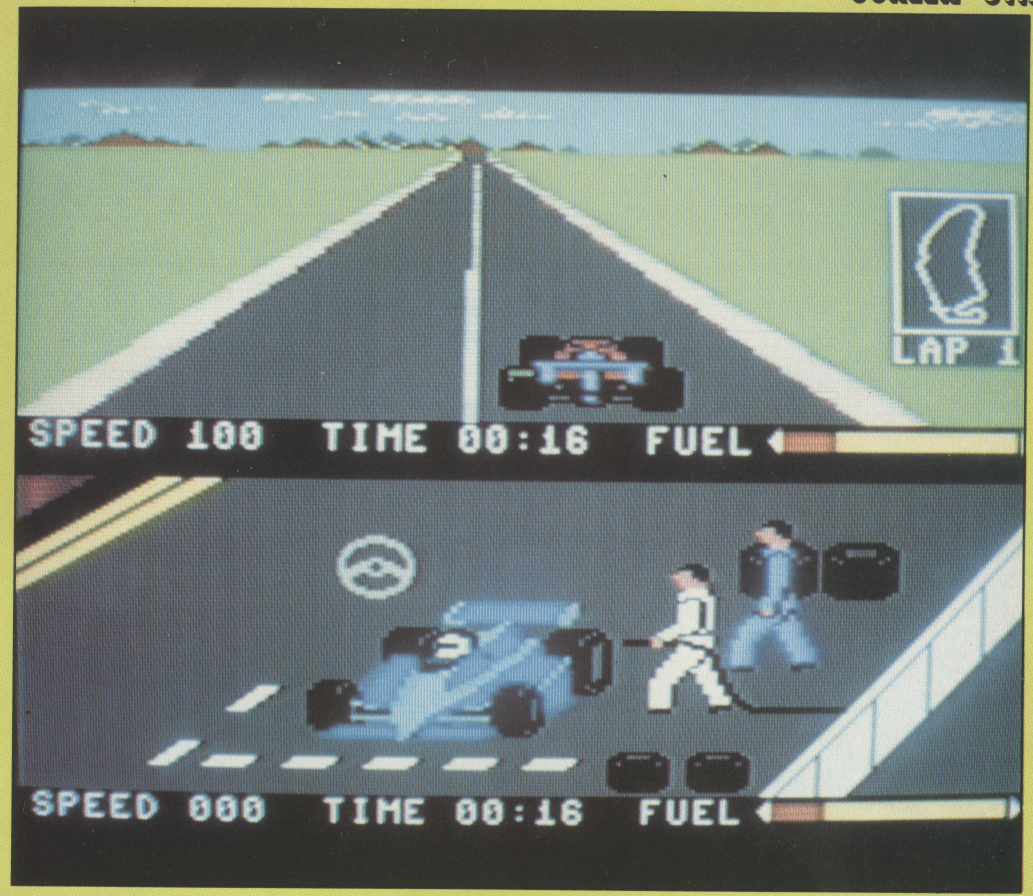
G Force Verdict

"Top of my list for desert island games" — Mike Pattenden.

Hints and Tips

(1) If you don't know what room you're in, log on to a terminal. The number of the terminal will be the same as the room you are in.
(2) Use pause button to study difficult rooms before attempting a search.
(3) Practise control of your agent — running, jumping, and judging hops from platform to platform before attempting a mission.





Pitstop II
Epyx/US Gold
£9.95/cassette
£12.95/disk

Pitstop II is *the* racing game — way out in front of all the competition. It uses a split screen — a la Spy vs Spy — for each player. This works brilliantly whether racing against the 64 or a friend.

You can concentrate on driving your own car as quickly as possible only worrying about your competitors when they begin to edge into your picture to take the lead — or when they are ahead of you.

When you are way out in front you can concentrate on your own driving — glancing only at your fuel gauge, speed, and map of the circuit. The game also includes a splendid *Pitstop* screen for refuelling and changing tyres.

Graphics and sound effects on *Pitstop II* are what makes this game so special. Some reviewers rate the graphics higher than *Pole Position*, the arcade game. I wouldn't go that far but it is excellent. Several game-play options are available including six race tracks and a choice of racing against the computer or a friend. The lap progress monitoring system is another advantage over other games as you can actually see your car edging gradually around Brands Hatch — or wherever — in a small panel on the side of the screen.

Pitstop II takes Formula 1 racing about as far as it can go on the 64. A first class game.

G Force Verdict

"Simply the best race game for the 64" — Mike Pattenden.

Hints and Tips

(1) Don't use the turbo button too much or you will run out of fuel and need to pull into the pitstop.
(2) Careful with those bends — if you take them too quickly you will damage your tyres.
(3) Use the map of the circuit — it will tell you when you are approaching long straights so that you can build up your speed.

Raid Over Moscow
Access/US Gold
£9.95/cassette
£12.95/disk

Raid Over Moscow brought a small gathering of CND demonstrators onto US Gold's Birmingham doorstep to protest at the Commie-bashing computer game.

Whether you're for or against the political views behind the game, you have to admit that as a piece of software Raid is a marvellous achievement.

Bruce Carver took the American 'Star Wars' defence programme as his inspiration for the game. A super-fast Stealth Bomber is despatched from a space station on a bombing mission over the main industrial centres of the Soviet Union, in an attempt to knock out the computer installations that are guiding a salvo of nukes towards America.

You are at the controls of the Stealth Bomber. First you must guide your ship out of the landing bay and fly it through space towards the Soviet capital. The secret is to fly very low to avoid the Russian radar network. Enemy fighters, tanks, and ground to air missiles are all out to stop you.

There are several screens of action to get through before, if you are successful, you will fly across Red Square to the Kremlin itself.

Despite the unsavoury subject matter this is Bruce Carver's best game yet.

G Force Verdict

"A lousy theme for a game but a great one even so" — Eugene Lacey.

Hints and Tips

(1) Before attacking the Kremlin, pick off the guards on the outer walls.
(2) The Stealth Bomber is difficult to manoeuvre — so there is no point in attempting a raid until you have mastered it.
(3) Raid is a race against time — so keep an eye on the world-view screen to check on the progress of the Soviet nuclear missiles.

Shadowfire
Beyond
£9.95/cassette

Shadowfire is one of the most innovative games of the year.

It introduced a completely new technique for playing games — icons.

In the case of Shadowfire you can select these icons to issue commands rather than typing in long and laborious adventure-style sentences.

Since Shadowfire, dozens of games have started using icons — from straight adventures like the Fourth Protocol to arcade adventures like Frankie Goes to Hollywood. Games-wise, icons are high fashion.

But Shadowfire is more than just innovative. The mission to rescue the kidnapped Ambassador Kryxix from the evil General Zoff's spaceship is both tough and challenging.

Keeping the crack Enigma Team commandos under control is a tough task for any gamer. There is Torik the scout, the beautiful and devious Sevrina, Zark the master of communications, Sylk and Maula the warriors, as well as Manto — the droid transporter.

To successfully rescue the Ambassador and destroy the Zoff V spaceship you will need to plan carefully, make the Enigma team work together, and learn which of the hundreds of tools and weapons to select for use at any given time.

G Force Verdict

"Just as Exploding Fist changed the shape of arcade games this year, Shadowfire has done the same for adventures" — Peter Jones.

Hints and Tips

(1) Make a map of the Zoff V — it's impossible to find your way around otherwise.
(2) Make the Enigma Force work as a team.
(3) Note the position of guards.
(4) Learn how to use all of the tools and weapons.

Spy Vs Spy — the Island Caper Beyond £9.95/cassette

Gamers everywhere owe a huge debt to Beyond for the Spy games and not just for the hours of fun they provided. DC Comics were so impressed with the on-screen representation of the Mad Magazine comic strip that they agreed to let Beyond's American partners — First Star — do a Superman game.

You will be able to buy that one soon but in the meantime Spy Vs Spy — the Island Caper is as good as anything else on the high-quality Beyond label.

Spy II is set on a group of tropical islands.

The spies are searching for an enemy missile hidden in three parts all over the island. First, though, you need to assemble your kit. A map, compass, and a shovel to dig it up.

When you find the missile you must defuse it and cart it off to your submarine to make your escape.

Spy II uses a split screen — one for each player — as you race against time, and your opponent, to find the missile.

As in Spy I, time is paramount. These islands are volcanic and one of them is about to go off. If it does before you have found the missile and escaped, it's curtains for both spies.

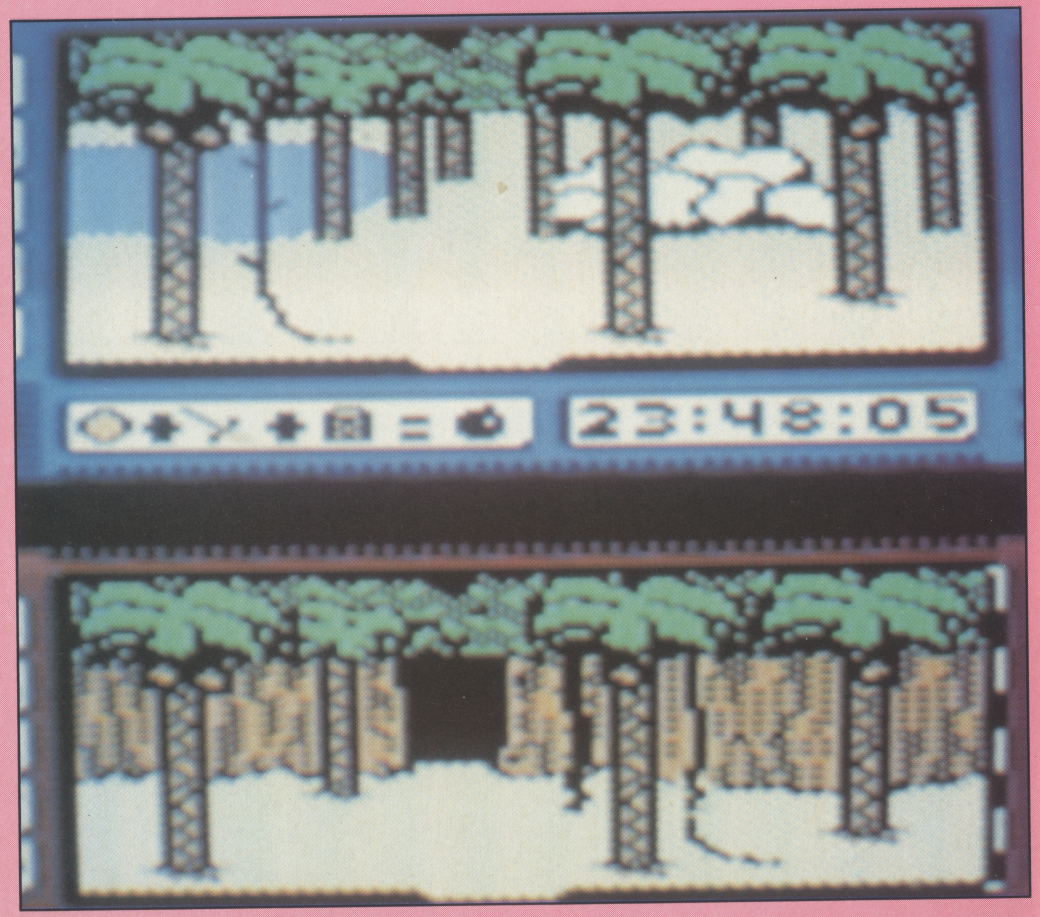
The head-to-head gameplay and excellence of the animation is what makes Spy II so special. A pure joy.

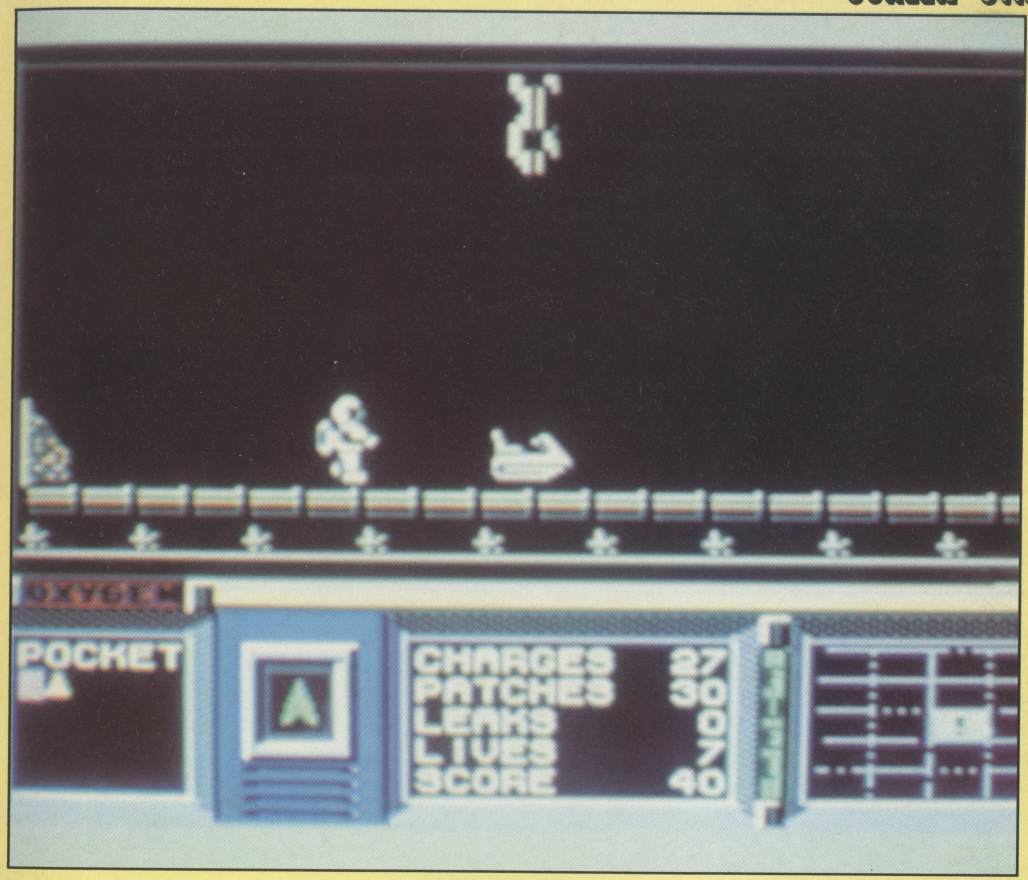
G Force Verdict

"The best two player arcade adventure you can get" — Eugene Lacey.

Hints and Tips

(1) Master the use of all the traps.
(2) Explore the islands until you know them like the back of your hand.





Strange Loop Available on Now Games by Virgin £7.95/cassette

I just love this game — the illusion of a factory ship floating — out of control in the galaxy has been marvellously created by programmers Charles Goodwin and Simon Birrell.

There are all sorts of graphically brilliant adventures and puzzles to be overcome if you are to restore sanity.

There is some pretty sophisticated machinery on board — like robots, computers, decompression units, and even a laundromat.

Almost all of the machinery is out of control and needs to be repaired. It's pretty easy repairing the rusty robot — you just find the oil can — but how are you going to deal with the unhappy robot?

To explore the 300 room ship you first need to find your jet cycle.

The programmers have created a metallic look to most of the machines in the factory ship and have altered the music and sound effects to suit certain of the rooms.

All of this makes it very easy for you to lose yourself in this game and become totally absorbed. It is also a tough nut to crack. I haven't managed it yet but I will, I will.

You begin the game with a limited oxygen supply so playing it is as much a race against time as a test of your ability.

G Force Verdict

"One of the most intelligent arcade adventures I have played" — Chris Anderson.

Hints and Tips

(1) To get jet cycle bounce bullets off prism in bottom left hand corner of Cycle Room.
(2) To make unhappy robot cheerful again give it the pleasure circuit.
(3) To use laundromat you first find the credit coin.
(4) Keep an eye on your oxygen level at all times.

Summer Games II
Epyx/US Gold
£9.95/cassette
£12.95/disk

Summer Games II takes sports games just about as far as they can go on the 64.

I got hooked on Summer Games I last year and thought then that it couldn't be topped and what do you know Epyx just went right out and did it.

The events in the sequel are graphically more interesting and playable than in the first.

Events featured are Triple Jump, Rowing, Javelin, Equestrian, Fencing, Kayaking, Cycling, and the High Jump.

The best of these are the javelin, kayaking and the equestrian.

The equestrian event is stunning. They have actually managed to animate a horse cantering.

The beauty of Summer Games II is that the joystick control simulates what you would do if you were actually taking part in the event. With the equestrian event, for example, holding the joystick is just like taking the reins. Forward to gallop, pull back on the joystick to slow down, and steady yourself after jumps.

The events are all fairly difficult to master providing challenges that will last and can be slowly improved upon.

Two of the games are as good as games that have been offered as stand-alone titles by other software houses.

My favourite event is kayaking, which quite correctly is one of the toughest games on the tape. But that is the beauty of Summer Games II — there are really eight great games on one tape or disk. Hours of fun guaranteed.

G Force Verdict

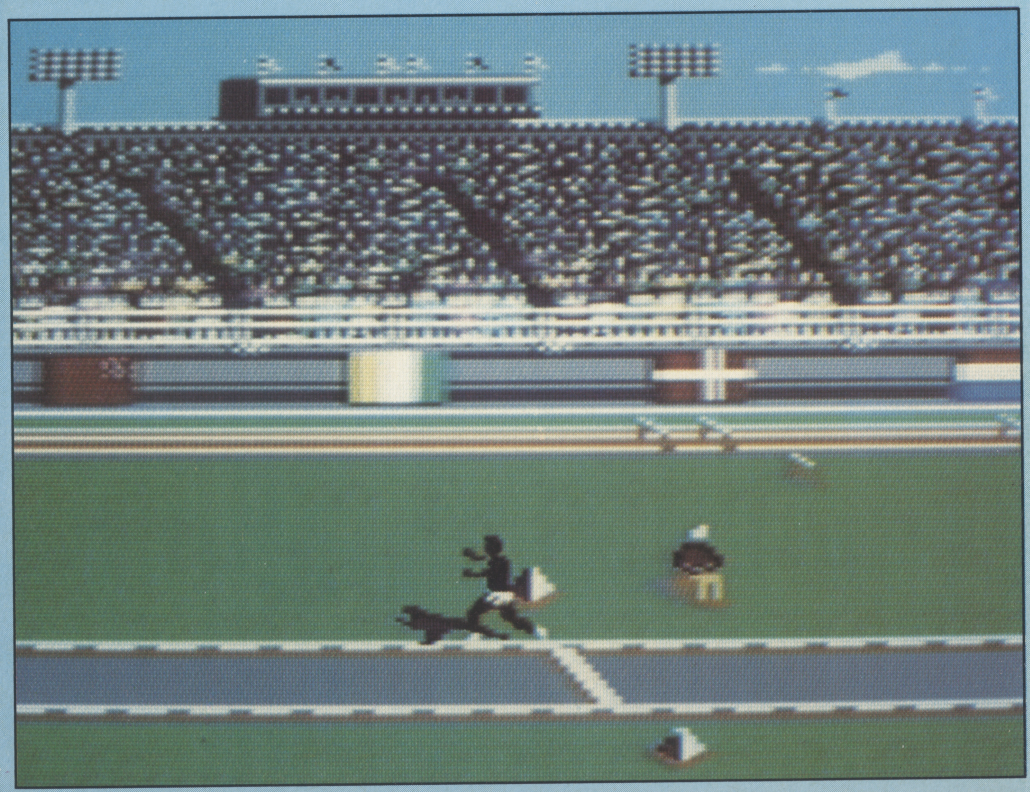
"The best sports simulation available for the 64" — Mike Pattenden.

Hints and Tips

(1) Don't shake your joystick violently as in Decathlon — careful, controlled movements are the key to success in Summer Games II.

(2) In the kayaking event practise manoeuvring the canoe — speed is a secondary consideration. The same applies for cycling, rowing, and the equestrian event.

(3) In the high jump push the stick forward in mid flight to make your athlete roll.



Way of the Exploding Fist
Melbourne House
£7.95/cassette

Way of the Exploding Fist was another of the most innovative games of the year. It began an avalanche of fighting games with large figures on screen.

The karate game took up residency at the number one spot in the games charts this summer.

Part of its continued popularity is due to the feeling of total control you have over your fighter — with no less than eighteen possible kicks, chops, and blocks.

The Aussie programmers sketched the moves of real karate experts to ensure the accuracy of Fist's animation.

This paid off because when you sustain a flying kick, upper punch, or shin kick from your opponent it's all you can do to stop yourself shouting Ouch.

The action takes place against authentic oriental backdrops with Japanese music adding to the atmosphere of the game.

Melbourne House intend to follow up their biggest hit since the Hobbit with a sequel — Fist II.

When the G Force found this out fists flew in CU's offices for the right to review it. Stay tuned for more info on this one next month.

G Force Verdict

"Changed the shape of arcade games on the 64. Must be the game of the year" — Ken McMahon.

Hints and Tips

(1) Jump kicks earn you more points.

(2) When you tackle the bull the direct punch is most effective.

(3) Close contact punches and kicks earn you the most points.

Winter Games
Epyx/US Gold
£9.95/cassette
£14.95/disk

Sports games have dominated the computer games charts over the last eighteen months. More and more money has been spent improving the standard of sports simulations so that some of the latest ones have to be seen to be believed.

One such game is *Winter Games* — featured on the front cover of last month's *Commodore User*. Seven exciting events to be mastered in the snow.

The best of these is the Ski Jump — it's really tough getting your man to fly through the air, balance himself, and make a correct landing.

Graphically the bob sled event is superb - with its 3D representation of the car careering around the bends and under bridges.

Three separate ice-skating events are included — figure skating, speed skating, and free skating. This event is very sexy — I just love that lady skater with her frilly short skirt.

Hot Dog Aerials sounds more like a greasy American take-away than a winter sports event. Actually it's that spectacular mid-air ski event where you attempt ''Back Flips'', ''Forward Flips'', ''Mule Kicks'', ''Forward Flips'' and ''Back Scratches''.

The Biathlon is that Olympic event dominated by Finnish and Russian snow troops. Strap on your skis, sling a rifle around your shoulder and yomp across the snow drifts taking pot shots at the targets that appear periodically.

G Force Verdict

''State of the art graphics. If you are going to get just one game this Christmas get this one.'' Mike Pattenden.

Hints and Tips

(1) As with Summer Games I and II, the key to success in *Winter Games* is to make careful, controlled movements of the joystick. The frantic pounding needed in Decathlon will get you nowhere fast.

(2) In the Bob Sled try to keep the joystick forward as much as possible and anticipate the bends.

(3) In the ski jump try to keep the skier upright in the air to make longer leaps.

G FORCE NEEDS YOU!

The *G Force* is rapidly gaining a reputation for being the toughest bunch of reviewers in the business. And well they might for they combine a unique blend of game skills.

Good as they are, though, they're not quite strong enough yet. We still have one vacancy in the *G Force* for a first class games reviewer.

We've been through the pages of other magazines to see if we could find someone of sufficient calibre to join this elite corps but there simply wasn't anybody good enough.

This presents you with an opportunity not to be missed. We know that *Commodore User* readers are some of the best gamers in the land. Now is the time to use that ability to your advantage.

We are looking for one of our readers to join the *G Force*.

- The benefits are tremendous — you get regular new releases completely free, a special limited edition *G Force* sweat shirt, hard cash for all the reviews you write and, most importantly, you get to boast to all your friends that you're a member of the best review team in Gamesdom.
- The qualifications: First and foremost you must be a brilliant games player, a person who is not content until the final screen has been reached, and the game won. You have probably played all of the good games for the 64 — and beaten most of them.

But it's no good simply being a real mean joystick jockey — you also need the ability to communicate your feel for games in writing.

If you think you fit the bill this is what you have to do:

1) Write in telling us why you think you are the person we are looking for.

2) Include with your letter a list of your best performances on the games you have played.

3) If your favourite games are arcade adventures provide proof that you have penetrated deeply into them, e.g. tell us what is on the final screen.

4) Write a review of any game you own, as though it were just released — about the same length as the reviews in Screen Scene.

Five finalists will be invited to *CU's* offices in January to play off on five top games to find the best person for the job. So get your entry in now. First entries to reach this office have a chance of winning a super consolation prize. Fill in the coupon below and send with your letter to *Commodore User*, G Force Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

Name.....

Address .....

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